Destiny:

A Video Game Designed by Dean Astley

Dean Astley

Comp. Sci. 30

Mr. Jurgens

May 6th, 2014

Games Design Proposal

**Game Title:** Destiny

**Target Demographic:** Adult gamers

**Features Summary:**

Your family has been taken and you need to find a way to rescue them. Play the game the way you want to; make your own decisions and choose your own method of finding your family. Explore the city to find clues, collect items and search for the truth. The world around you is affected by your actions and your actions affect your destiny. Replay chapters and play them in a different way, making different decisions, to see the different outcomes of your actions.

**Genre similarities and differences:**

Destiny is in the Action-Adventure genre. It is similar to most adventure games because the game has an engaging story and an immersive world. It is similar to action games because in the game there will be cinematic action set-pieces that the player will be involved in. It is different to most action-adventure games because there is a lot of freedom given to the player; it’s very non-linear in the way the player can go about progressing through the story. The game has open world elements; the player can explore the city and collect items.

**The innovation:**

The standout feature of this game is that the player has the freedom to play how they like. The game will give the player tools and items to start with but how the player uses those tools is up to them. The player can make their own decisions in the game, play the way they want to, choose their own method to progress through the game and find their family. A part of this feature is how the world adapts to the players decisions and actions; the world, story and missions will all be affected by every little decision or action the player makes. Different approaches to the game will reveal different opportunities and different ways of progressing through the story, thus maximizing appeal of replaying the game to experience new missions and story arcs etc. Another innovation is that the game will be an engaging, dramatic and enticing story experience that most non-linear open world games do not deliver. It will be a story driven game, in a non-linear, sandbox, open world.

**World setting:**

The game takes place in a modern day city in which the player can explore. There are buildings throughout the city that the player can enter like the players’ apartment and food stores. The environment in the game is a block of city streets populated with apartments, shops, cars and civilians etc. The environment will be limited to several street blocks in the city but several more areas will open up as the story progresses and the player discovers more of the story.

**Main Characters:**

Nathan - The main character in the game and the character that the player will play as. He is 35 years old. Nathan is a husband to his wife Jennifer and a father to his one child Jessica. He is a successful and wealthy lawyer. Nathan has only ever lost one case as a Lawyer which is an important part of his back-story.

Jessica – Jessica is Nathans daughter. She is 18 years old.

Jennifer – Jennifer is Nathans wife. She is 37 years old. Nathan and Jennifer got married after Jessica was born.

**Story and Settings/Scenarios:**

The game starts with the player waking up and realizing that Jennifer (wife) and Jessica (daughter) are missing and the apartment has been broken into. The beginning of the game will introduce the player to the aim of the game (to find and rescue your family) and the characters in the game. From then on the player can explore the world, find clues and play the game like they want to. Specific clues and items in the world will reveal more of the story and what the player has to do next. However if the player plays the game in a different way and does not search for these clues then the story will progress differently.

The game will have several branches to the story and different endings depending on how the player has played the game. One story branch is that the player has searched for clues throughout the game and finally discovers who has took his family and where they are, this will open up a new area where his family have been kept. Then depending on player choice they can escape for safety or the player can choose to get revenge. If the player attempts to get revenge then this will cause the enemy to retaliate and shoot the players wife, the player can then shoot the enemy dead and help his injured wife and daughter to safety. The other option of escaping for safety will secure the family’s safety however the enemy will still be out there in the world, the player can then choose to go back out to find him however this may lead to the player facing the enemy which can either end with the enemy dead or the player.

The second branch of the game is if the player does not search for clues or try to go after their family in any way. Because of this eventually the player will take the role of the daughter Jessica. Given the chance you can then escape with or without the mother depending on the situation. As Jessica you can then search the city for Nathan. Depending on how the player acted as Nathan he will be in a different state of mind; lost and wanting to help get his family to safety or not interested in helping at all. Then, with or without Nathan, you can then go back to rescue the mother if she is not already with you. The game will then be similar to the end of branch one, facing the enemy, but as the role of Jessica

The story will reveal that the person who has taken Nathans family is Nathans client from the court case he lost 5 years ago. After doing his time in prison the criminal is out to get revenge on Nathan because he thinks his conviction was Nathans fault. This can be revealed in several different ways before the end game if the player investigates well enough.

**Game Mechanics:**

Destiny is a first person game. The core mechanics of the game are; the player can sprint for an amount of time, jump over obstacles in the world, crouch, climb walls or fences, pick up items, equip items, punch or attack with items that are equipped and drive vehicles in the world. The player can pick up many items in the world, whether they are mundane or have importance to the story. There are items in the world that will have different functions and may aid the player. For example Nathans laptop that can be used to look at law cases that he worked on in the past. The players coat in the game is the inventory; the standard coat you start with will store a limited amount of items. You can buy, steal or find a bigger coat to store more items. You can also use car boots to store items and Nathans apartment.

There are shops in the world, there are items that you can buy or steal from these shops including consumable items or items that can be equipped. Consumable items will have temporary side effects, for example food or energy drinks will make the player stronger and faster. There are also backstreets in the city where you can buy or steal weapons from weapon dealers.

After completing the game once the player can play the game again, but at any point can return to a previous chapter in the game. This gives the opportunity to play the game in a different way; to see the different outcomes of the players’ actions. It also encourages the player to make different decisions and experiment with the world to see how it will adapt and react.

**Hardware Specs/ Platform:**

Destiny will be a PC game. The reasons I have chose this platform are: the PC has a rich history of role-playing games and immersive, atmospheric games. These types of games which are similar to Destiny are very successful on PC. PC gamers appreciate realistic and immersive worlds to explore and Destiny provides just that. PC distribution platforms like Steam are very beneficial for developers because the idea of shelf space and stock cease to be a factor and there are no physical distribution costs. A digital release goes global instantly and remains available to everyone for an indefinite period of time. Another reason is that using keyboard and mouse controls for first person controlled games works very well.

**Development Tools:**

There are several tools that will be needed for the development of this project; game development software and a game engine.

**Schedule (Weekly):**

* May 1-2: Proposal
* May 6-9: Proposal finalization and proposal meeting.
* May 12-16: Map building/customization, character customization.
* May 20-23: Design (Inserting characters, adding parameters, methods, functions, music/sound effects, etc.)
* May 26-30: Design
* June 2-6: Design
* June 9-13: Testing and refining
* June 16-18: Finalization

**Personal Statement:**

Destiny is an exciting and innovative game. It blurs the line between story driven experiences and open world, nonlinear, sandbox games. The aim is to provide an engaging story and characters that the player will connect with and care about. One of the reasons it’s an exciting project to work on is because it’s an open world game which allows for a lot of creativity and freedom; creating a world and giving the player tools to change that world in different ways is very interesting and it’s an exciting prospect to see what players will do in the game. I am also very passionate for creating a world that feels real, one that the player will be immersed in and care about, it’s the type of sandbox where the player will shape the world and develop the story in the way they want to, because they care about it. Overall I feel Destiny has incredible potential to become an amazing game and I am dedicated to make that happen over the next few years.